

Official Clue Book

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Tales Of The Unknown  
Volume I

THE BARD'S TALE(tm)

CLUE BOOK

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Friend,

Long have I awaited thy coming of age. Our town of Skara Brae doth slowly wither under the cursed sorcery of Mangar, spawn of demons. Many hath challenged his power, only to encounter their doom.

One man didst nearly succeed. Lord Garrick, the viscount of our sister city Hamelon, became imprisoned here through Mangar's evil spell of winter. He failed, but in his failure lies the way to thy victory. Lord Garrick did keepeth a journal, and Mangar is either unaware of its existence, or believes it to have perished along with the impudent viscount. But the tome didst survive, and came into my eeping.

Thou art a brave warrior in thy fashion, and a scholar passing fair. Yet if thou wouldst accept this quest thou hast need of assistance. Look to the following pages for further counsel and aid.

The path thou must follow doth with danger abound. Go, and take with thee the journal of a brave knight, and the prayers of an old man.

Pellis

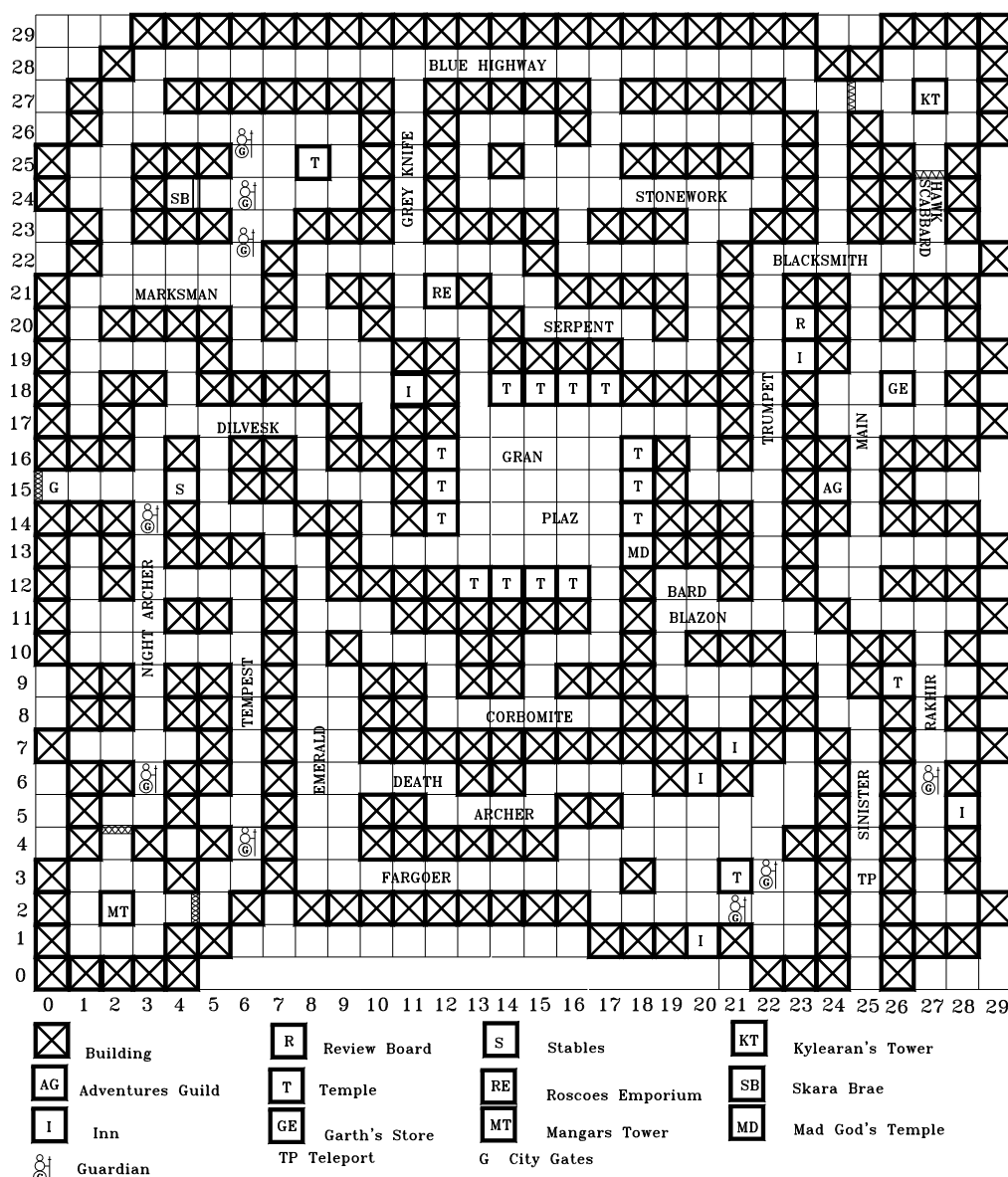
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Skara Brae

It isn't to be tolerated! I refuse to kneel to the evil that has made its home in Skara Brae. All of the brave knights who protect this town have vanished, leaving frightened serfs, women and children to face unprotected the hordes of strange beasts and ruffians that now inhabit the streets. My brave party and I can do little to reduce their seemingly infinite numbers. We must destroy the wizard Mangar, surely the source of the evil invasion, and of the ungodly and impenetrable winter that imprisons Skara Brae.

My old friend Pellis tells me that my servants, however valiant, are yet no match for Mangar, and advises me to let them gain battle experience before we enter any of the dungeons. I am further advised that to enter a dungeon prematurely is to court destruction. I accede to the wisdom of this counsel, and will seek out the innkeeper of the Scarlet Bard, who may be able to assist me in my quest. The inn is convenient to my lodgings at the end of Rakhir Street.

SKARA BRAE



## The Wine Cellar

Ah, the rising stench of blood mingles with the cries of our fallen foes! We were set on immediately by groups of dwarves and kobold, and acquitted ourselves with honor. It is difficult to put pen to vellum, the only Site" caused the walls to speak, revealing to us our location in the labyrinth. Here we rest, and prepare for the morrow.

1 The wine cellar is entered here when wine is ordered from the host of the "Scarlet Bard Inn". The air is musty with old wine. 2 Fine wines 10 years old or older for regular customers only. 3 Rare wine 50 years old or older Keep out!

The Sewer

We are in a muck-drenched stinking sewer, and the beasts and blackguards who attack us here are too numerous to be described. Here we gain much wealth, and our skills are honed like fine steel blades.

- As we explore, we discover strange writings on the walls of this foul hole. I will record them faithfully here -- their value will perhaps become clear later in our travels. This sewer abounds with sorcerer's tricks. We were teleported to different locations and spun about unknowing, all at the whim of foul magic. I am told that we are indeed fortunate to have among us the last of the great sage-sorcerers, for he can divine our location at all times, and has even provided us with rough maps of each wretched dungeon as we enter it. At 1 the sewers are entered. The shallow water holds unknown terrors. 2 an inscription on the wall reads "Pass the light at night" A cryptic verse indeed. This sewer conveys shadow messages, as does the fat barkeep above. 3 There is a great deal of slime on the walls here. 4. There is something strange going on. 5 Inscription on the wall reads "Golems are made of stone". Is this meant to lighten our hearts against a fear of encountering a golem made from rice pudding? 6 The sewer water seems very warm here. 7 A stature of a spider. 8 and inscription "IRKM DESMET DAEM". " I am no scholar, but neither am I a stranger to lore and letters. I can perceive no sense here. Maybe we will discover its meaning later.

We have found our way through devil darkness that no spell or flame can penetrate. There is a stairway in the midst of this darkness leading down into further stench and blackness.

Sewer, Level Two

Cunning and deadly traps have claimed the lives of two gallant paladins. We have been constantly besieged since our entry into this noisome pit, and have borne many injuries. There are scrawled messages here:

The map is a 21x21 grid with the following features:

- Darkness:** Shaded gray areas representing darkness. One large area covers the top-left corner (rows 18-21, columns 0-7). Another large area covers the bottom-center (rows 4-7, columns 7-15). A smaller area is at (row 6, column 12).
- Doors:** Indicated by a cross symbol (+). Locations include (18, 4), (19, 7), (17, 10), (16, 13), (15, 16), (14, 19), (13, 20), (12, 21), (11, 18), (10, 15), (9, 12), (8, 9), (7, 6), (6, 3), (5, 0), (4, 7), (3, 10), (2, 13), (1, 16), (0, 19), (0, 21), (1, 18), (2, 15), (3, 12), (4, 9), (5, 6), (6, 3), (7, 0), (8, 7), (9, 10), (10, 13), (11, 16), (12, 19), (13, 20), (14, 21), (15, 18), (16, 15), (17, 12), (18, 9), (19, 6), (20, 3), (21, 0).
- Walls:** Indicated by a vertical line symbol (|). Locations include (18, 1), (19, 2), (17, 3), (16, 4), (15, 5), (14, 6), (13, 7), (12, 8), (11, 9), (10, 10), (9, 11), (8, 12), (7, 13), (6, 14), (5, 15), (4, 16), (3, 17), (2, 18), (1, 19), (0, 20), (0, 21), (1, 18), (2, 15), (3, 12), (4, 9), (5, 6), (6, 3), (7, 0), (8, 7), (9, 10), (10, 13), (11, 16), (12, 19), (13, 20), (14, 21), (15, 18), (16, 15), (17, 12), (18, 9), (19, 6), (20, 3), (21, 0).
- Stairs Up:** Indicated by an upward arrow symbol (↑). Location is at (14, 17).
- Portal Down:** Indicated by a circular arrow symbol (↻). Location is at (11, 21).
- Teleporter:** Indicated by a diamond symbol (◆). Location is at (5, 17).
- Destination of teleporter:** Indicated by a four-pointed star symbol (✦). Location is at (1, 20).
- Numbered Locations:**
  - 1: (10, 18)
  - 2: (12, 1)
  - 3: (6, 0)
  - 4: (3, 3)
  - 5: (2, 2)
  - 6: (4, 0)
  - 7: (12, 12)

1 In the dirt is written" Heed not what is beyond understanding". 2 On the wall is this inscription "Thor is the greatest son of Odin", obviously clues that will be needed later. 3 There are tracks leading East. 4. We encountered filthy sorcery in the form of a vile set of disembodied lips which speak to us these words; "Know this, that a man called Tarjan, thought by many to be insane, had through wizardry powers proclaimed himself a god. His image is locked in stone until made whole again." I forbade our magician to take the obscene thing with us, as it would serve no purpose. 5 Something smells. 6 A beam of light from the surface is mirrored down here and focused to a burning ray blocking the corridor. Corfid op Orfin, our noble bard, stepped into the ray, burning both of his hands and one side of his body. I feel responsible, for now the meaning of the inscription, "Pass the light at night" becomes clear. We waited until the setting of the sun and the beam faded, allowing us to pass unharmed. Corfid will, under the protection of two warriors, retire from these dungeons to seek aid for his injuries. 7 On the wall is the inscription " There is no exit until the seven words are said."

The only apparent means to descend to the level below is through the use of portals that reek of sorcery. The magician will levitate our party down through the portal

More inscriptions: There is an evil place of darkness here at mid-point along the eastern wall that we must eschew as if 'twere the Plague. Men pass and vanish, condemned to haunt an endless void till life itself begins anew. Ghaklah, our magician, scryed it as he meditated, proving yet again his usefulness. There are areas of darkness where the magic flame will not work and there are some anti-magic zones and hidden doors. 1 we got caught by a falling rock inside a hidden door . 2 We discovered an inscription "Seek the snare from behind the scene." 3. A portal. 4. Another inscription "The hand of time writes and cannot erase." 5. A teleport from 5 to 6. 7 We came upon a long set of stairs continuing on to further upward passages, but battle and trickery have rendered us too weary to go on. We will return to the light, and Skara Brae. Other points of interest. 8 spinner trap. 9 Teleport to 10

Some of the streets of Skara Brae are under a strange enchantment. We travelled south on Sinister Street to explore a back gate of the city, and found ourselves endlessly walking past silent houses, through eerie stillness in which no human stirred, no bird uttered forth the slightest song. We hastily returned to our lodgings, to prepare for our next task, to challenge the Mad God in his lair.

## The Temple Of The Mad God

Night and day flow together. We battle constantly endless numbers of the Devil's horde, undead creatures vomited from the depths of Hell. Weapons fall from our nerveless fingers, the screams of slain comrades filling our ears until we who remain can bear no more.

"Fifteen doors east and thou art there,  
On souls they feast in the Dark One's lair."

5 We have found a stairway leading down. Three men have bolted in panic, mindless dread overtake their senses. Eight remain -- myself, Cofid the Bard, Ghaklah the magician, Isli the paladin, Soriac the archmage, and three serf warriors. We go forward, not through courage, but because the thought of going back the way we have come cannot be borne.

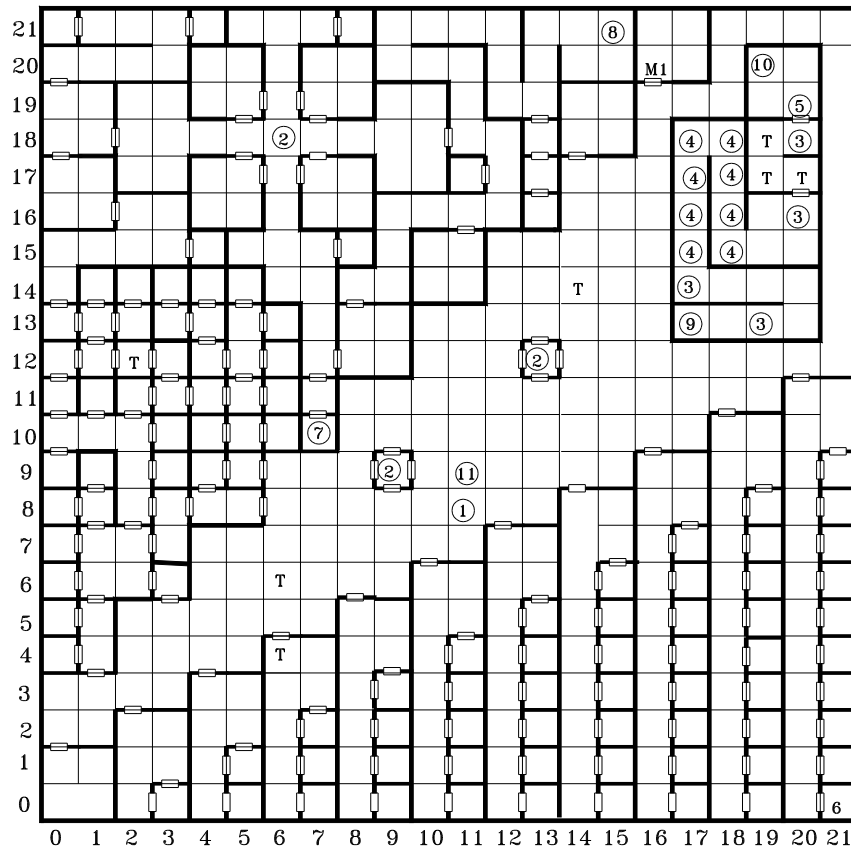




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## Catacombs, Level Three

## THE CATACOMBS III



1 Stairs up. We wandered around in a large open area dodging traps T and explored many rooms. We have become accustomed to the legions of undead, and doing battle with them holds no special terror. In the north east we found a room with another cryptic message M1: "Seek the Mad God's stoney self in Harkyn's domain." In other rooms we found Spinner traps 2 ,

While exploring the far south east down a long corridor We came upon a teleport square 6 which took us to 7 an area that appeared to be cut off from the rest of the dungeon. We avoided a large dragon. We explored northwards past another spinner trap and found another teleport 8 which took us to 9 an other isolated area full of traps ,3 Anti-magic zones and 4 Darkness.

5 While exploring the north wall, we stumbled by chance into the chamber of King Aildrek. It was as if we expected to meet him, having been warned of "the dead witch king's" existence. But to say that he lives! Evil had bound his long dead sinews together, and it was with savage glee that we assigned him to Hell. We found in his possession a bauble made in the likeness of an eye. Verily, this must be the eye of which we were told on the previous level, and is of some hidden import. Soriac will pocket the trinket. In the northwest corner of this chamber teleportation magic 10 enabled us to leave the witch king's locked chambers. that took us to to 11 near the stairs

There are no lower levels here. We tried to teleport out but the APAR spell did not work. We made our way back out of the catacombs via the stairs. We will return to the town and see review board.



We found a sword wrought of a crystal substance as near to perfection as we are ever likely to see. The rogue's nose twitched when we discovered it. I trust not this man. The sword is entrusted to the care of the paladin Isli. She will guard it well.

We have done battle with golems, and discovered a throne. No doubt 'tis Harkyn's. We were asked if any of our party wished to sit on this throne, and before I could stop him Corfin, impetuous as bards are wont to be, jumped onto the dais and planted his arse upon the seat. We waited, horrified, for him to be transmogrified into a wart-faced, slimy swamp creature. Instead, a secret door opened to reveal a passageway. Why do the gods indulge in these curious humours, and reward and punish at such chaotic random?

We have just done battle with six men garbed in green robes. We will don their robes, as it is apparent that they are of some considerable value.

We waited not long to discover that value. Many guards have passed us by without notice, for they are garbed in green robes identical to those we have donned. The smirk upon the face of our ignoble bard is too much for mortal man to bear!

We find here a wasteful illusion. The stairs at the northern section of the west wall appear to lead down, but actually they ascend. We will follow them, pausing only to remove our cumbersome robes.

Harkyn's Castle, Level Two

## HARKYN'S CASTLE II

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	51	52	53	54	55	56	57	58	59	60	61	62	63	64	65	66	67	68	69	70	71	72	73	74	75	76	77	78	79	80	81	82	83	84	85	86	87	88	89	90	91	92	93	94	95	96	97	98	99	100
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An old man accosted us with this riddle; "Once man alive, now living death, it drinketh blood, and stealeth

We were teleported to a room where we found a flat square of silver, an odd device of which we will take

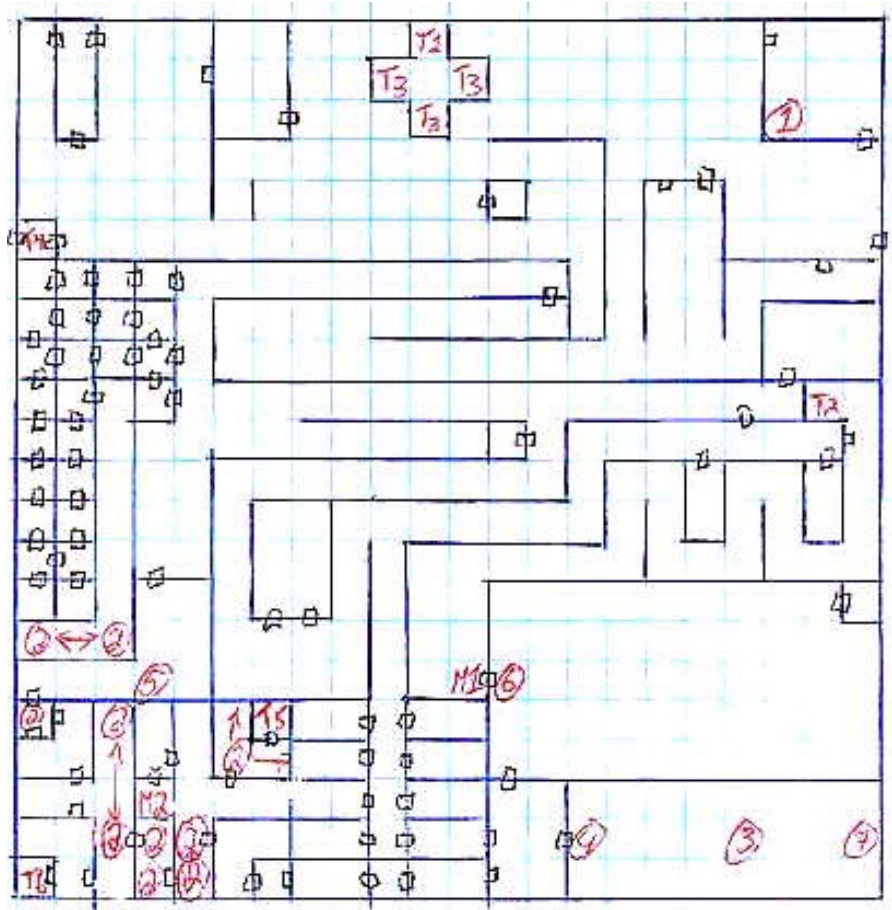
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A portal in the northwest section will, I am told by my magician, enable us to ascend to the uppermost rooms. We press on.

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## Harkyn's Castle, Level Three

### HARKYN'S CASTLE LEVEL III



We encountered a doddering old fool who barred our path until we told him the name of the tavern on Archer Street. The answer, Skull Tavern, was found to be disquieting to some members of our party.

Teleport traps abound, and we shrug them off like so many buzzing flies.

Ah, pride before a fall. Once again we are challenged to the utmost of our abilities, and emerge not unscathed. The berserkers! They attacked in an endless flowing stream, to slay them akin to holding back the tide with a bottomless bucket. We found out (too late!) that our recently abandoned green robes would have rendered us immune to attack. At last we stumbled, blind with weariness, over hundreds of corpses, four of our slain warriors lying hidden beneath stinking mounds of Baron Harkyn's dead legions. We can spare no time to hunt for them -- may the gods forgive us.

I write from within the gates of the wizard Kylearan's Tower, where we were teleported after the battle. AS we approached an old statue in the uppermost level of Harkyn's domain, the eye shaped bauble we had collected floated from Soriac's belt pouch, up, up..... and the statue became animate! We fought, desperate for our lives, and finally bested the foul thing. The archmage tells us that this dreadful foe was Tarjan, the mad god. It is little wonder that the battle cost us dear. We are now but seven in number.





An inscription warns us to beware of the sting at the end of the serpent's tail. Ghaklah tells us this refers to a room at the end of a snake-like maze of corridors. We will avoid this area.

We have done battle with and slain a golem of crystal. The melee went ill for us until the paladin Isli stepped into the fray, wielding the crystal sword. A few blows and the golem splintered into tinkling shards.

We stumbled upon three rooms, all identical, all with doors leading in every direction. One of these led into a small hallway. Exploring this, we were teleported, to confront the wizard Kylearan. We readied for battle, but his intentions were peaceful. He approves of our quest, and offered us aid in the form of a key wrought of shining onyx. A noble gift indeed, none other than the key to Mangar's front door! We take our leave of the friendly wizard.







Soriac, wisest of the wise, has answered the riddle of magic mouths. He tells us we must seek the mouth M9 that asks us to reveal the answer and say this: "Lie with passion and be forever damned." To find a moral proclamation in this place is obscenity, and I am ever more determined to lay the wizard and his works to ruin. We find the mouth in the southwest section of this level, and utter the answer. Stairs are revealed slightly to the northwest of the mouth 7, and we ascend.

We are teleported to the northwest region of this level T6 , where 6 suddenly all the walls turn into doors and all the doors into walls! We try many doors until we find a teleport at T7 once more to T8 from here we travel west and south down a long passage At M4 we see tracks lead south down this corridor. There is portal 7 in the extreme southwest of this level, and it is here we find the entrance to the uppermost level of Mangar's castle. We commend our souls to the gods, and for the final time, ascend.



Ghaklah begins. They come.

## Notice

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